**Assignment 3: Looking into relevant tracking methods**

This week’s assignment will be to look up some relevant algorithms, frameworks/methods, and/or datasets we can potentially apply to create computer vision programs for the RoboMaster competition.

In this [spreadsheet](https://docs.google.com/spreadsheets/d/133AIN6qIwqZuva5C3kHkbxIVCYtnA35oNS_mTl7u-HA/edit#gid=0), fill out relevant information from 3 potentially useful algorithms/datasets/methods you find, so we can keep track of what we’ve explored.

The format you will be using in the spreadsheet looks like this:

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
|  | Name of algorithm, method, or relevant dataset | Short Description | What might this be useful for in RM? | Link to source code, articles, or tutorials |
| 1 |  |  |  |  |
| 2 |  |  |  |  |
| 3 |  |  |  |  |

**On Sunday, we’ll spend a few minutes each to share our findings and highlight which ones we think are most relevant and want to try using first.**

**Note:** Useful datasets might be footage of RoboMaster robots in the perspective of the robots and in the competition environment/game stage (i.e. the kind of video or image streams we might feed into our detection and tracking algorithms during competition)